

KINGUINVERSE

THE WORLD BOOK



Art & Story by

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FOREWORD

The Kinguinverse is a vast universe spanning several thousand years of civilization of humanoid penguins.

The Penguins have created a prosperous society on their home planet, only to have to abandon it due to a cataclysm that threatened their very existence. The aftermath of this exodus is the Kinguin Sector - an interstellar community, torn asunder by two factions warring for domination.

The time span allows the universe to be adapted to virtually any type of medium, story or reality; it can be explored and extended endlessly. Making sure that consistency between principles and elements is maintained - the possibilities are endless.

Kinguinverse itself is a story about the journey of tens - even hundreds - of generations of penguins who started their history by earning their own place under the sun.

They harnessed the mysterious power of ice magic and then, with the help of science and engineering, wove it into every aspect of their everyday life.

Kinguinverse is a story about the alliance of the guardians of the forces of nature with inventors and innovators who, complementing each other, managed to save the world - multiple times!

And when the world could not be saved anymore, they ventured boldly into the unknown ...

... In search of more.



BASICS

The guiding force of Kinguinverse's history is the vaunted Ice Magic -

a secret force sparked by spirits swimming like schools of fish in the endless glaciers that bind the world. The penguin caste that manifested itself at the beginning of all recorded history was granted the power to hear those ghosts and draw on their power.

IceTech are machines powered by special cores, filled with ice energy. They can take the form of anything starting from simple tools, through precise clocks and engines, and even vehicles and giant spaceships.

Since the inception of IceTech, there has been an unwritten understanding between the Mages and the rest of the penguins. Mages are the only ones who know the methods of making the Ice Cores - the foundations of IceTech and of all civilization. Penguins will not wage war with each other, but thrive in peace. Magicians will remain impartial arbiters and will provide the cores to penguins, ensuring stability and growth.



THE HISTORY OF THE WORLD



The earliest records of the history of the Penguins date back to ancient times, long before the inception of IceTech. Originally living in tribal communities, the penguins were weak and in constant, fierce competition with the polar bear tribes. This was a very one-sided competition, of course, and took the form of a struggle for survival. Then, one day, a penguin known in history as **Hjalmar**, was unexpectedly granted an extraordinary, mysterious power!

He discovered that the ice that bound the world was filled with ghosts. He was the first penguin in history to hear their voices and see the glow of ice charged with their energy. Soon after, he learned to control this energy with willpower and use it as a powerful weapon.

Hjalmar became the first Ice Mage. His great power helped tip the scales in the eternal penguin / bear conflict.

The news of the miracle worker and his victories spread with the speed of a snowstorm. More and more penguin tribes were uniting under their champion. Electrified by the hope of victory and amazed by the ever-growing power of Hjalmar, the Penguins went on a counterattack, to finally meet the bears head-on in the epic battle under the Moon Mountain and push them out of the Icy Plains, to the Mountainous Wastes.

The penguin tribes, united under their charismatic leader and safe from outside attacks, could finally breathe free. Settlements began to grow on the reclaimed territories and merge with each other, to give rise to a city that would be known as

the City of Glacia, the Penguin Capital.



Soon after the victory and the securing of the plains, subsequent cases of penguins hearing ice ghosts and seeing ice energy began to appear. Hjalmar was now a peacetime leader and set himself the goal of finding gifted fellow tribesmen and training them in the art of ice magic. He also passed his philosophy on to them, according to which magicians should use their power only for the good of society and never for the fulfillment of their own goals.

Hjalmar soon became the first Ice Archmage and founder of the Ice Circle, which would become a permanent fixture of the penguin world, for the millennia to come.

The penguin civilization thrived and prospered. Villages grew into small towns and towns into cities that expanded outwards and upwards. Few of the Mages under Hjalmar's lead helped the penguins with their power.

They calmed blizzards, created ice scaffolding and foundations for construction. With their help, the work that penguins would have to perform with their still primitive tools could be done in the blink of an eye. In the meantime, Archmage Hjalmar kept growing older. He knew that soon the penguin population would grow so big, that the few operating magicians would not be able to sustain its development at the present rate. Therefore, he made the decision that set the future path for the penguin civilization.

He decided that

Mages should share their power ...

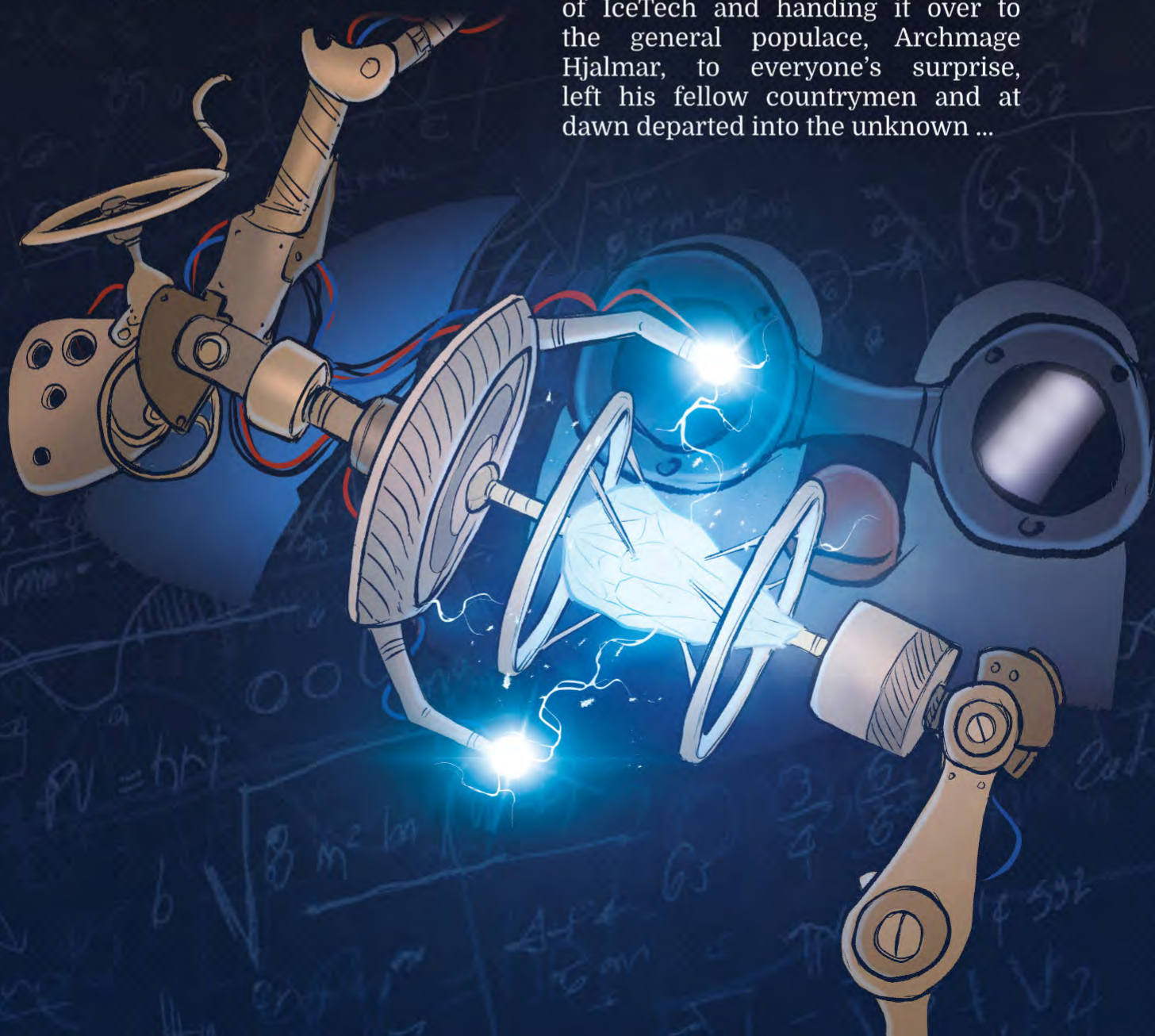


The Mages undertook a great project in collaboration with the most eminent engineers of the ancient world. Its goal was to create a way for penguins not endowed with magical talent to be able to reap the benefits of power, even without the presence and participation of magicians. The result of these works was the IceTech engine - a machine that was able to generate enormous power while being powered by a charge of energy enchanted in special ice.

The breakthrough of this technology, the possibilities of its application and the prospects for its development were a momentous leap in the history of penguin civilization.

Balance was also kept as the engine allowed the penguins to use the facilities of magic to a much greater extent and the Magicians, being the only source of magical ice (the process of creating it, of course, remained the secret of the highest circle), could devote themselves to other activities.

Their monopoly, though controversial, gave the Magi the certainty that the penguins would never use the power of IceTech to enter the path of war and self-destruction. The boundaries of the possibilities of development of IceTech seemed to be non-existent and the future seemed to exceed any contemporaries' imaginations. After the development of IceTech and handing it over to the general populace, Archmage Hjalmar, to everyone's surprise, left his fellow countrymen and at dawn departed into the unknown ...



No one knows what happened to him. Some say that having decided his mission here was over, he ventured into unknown lands to aid other peoples. Others say that, having sensed that his end was near, he wished to live alone, not wanting to be remembered as an infirm, old penguin. He left taking only his legendary cane - and his most faithful apprentice with him.

The circle of ice has long searched for its master in the wastelands - alas, to no avail! The Penguins and the Magi mourned their leader and visionary. However, life had to go on and, after losing its ruler, the penguin society had to reorganize, willingly or not.

The most outstanding penguins were called on to form the „Penguin Council” - a secular government that would make decisions by consensus. The circle of Mages began to act as an advisory body to the Council, also supporting the further development of IceTech.

The penguin civilization developed and flourished under the leadership of the Council. IceTech became more and more advanced. Technical development was slowly beginning to resemble the steam era we know. However, despite these achievements, the penguins were to be put to another test. Their survival was to once again be threatened -

by nature itself.



Researchers and Mages were beginning to notice that the sun was starting to behave strangely and the weather was beginning to destabilize. The temperature began to fluctuate rapidly, from unsettling high heat melting the glaciers to frosts that even penguins found unbearable. It became clear that a cataclysm was coming, the scale of which could not be predicted. **Preparations had to be made!**

This, however, turned out to be more difficult than at first expected. The council had been in operation for a long time and cracks began to appear. Panicked local leaders strove to seek to secure their local interests. The Ice Mages tried to bring about agreement and efficient action, but according to the law established after Hjalmar's departure, they could not interfere with the rulers to any great extent.

Great leaders often emerge in times of crisis. The council was unable to organize the activities necessary to protect the penguins, and so **Skagg** - a young, charismatic engineer stepped up and began to unite his tribesmen around him.

He was able to think in an innovative way about ice-crafting and prepared designs for shelters and fortifications that could help penguins survive any storm.



The Mages tried to use magic to minimize the effects of weather fluctuations until the preparations were completed. Soon, the entire penguin population could be safely accommodated in the prepared mountain caves and shelters built on the plains. The Mages and penguins led by Skaag retreated underground to wait out the cataclysm in safety. For a decade, penguins lived underground and in caves under the leadership of Skaag, with the cataclysm raging on the surface. Meanwhile, Skaag had a son, whom he began to raise as his successor.

The temperature was changing day by day. Mighty winds raged across the plains. Icebergs were melting down, only to freeze again. When the weather calmed down and the penguins came to the surface, they were surprised to be greeted by a Lone Ice Mage, who somehow survived on the surface.

He introduced himself as Varg. And he turned out to be a student of the Legendary Hjalmar.

Varg told them that the cataclysm was brought about by his old master who went mad and decided to destroy the world. Varg managed to defeat Hjalmar, but the old Mage escaped and was probably hiding in the wilderness of the mountains.

Defeating the First Archmage weakened the cataclysm, and Varg was able to silence it completely with his great power. Varg offered to help Skaag and the penguins to rebuild the world. Soon after, he became the Archmage of Ice, and Skaag was deemed by his fellow tribesmen as the king, who led them through hard times. The penguins decided that instead of rebuilding their destroyed towns and villages, they would build something bigger - together. **A metropolis!**





A huge, self-sufficient city-state that will be a monument to the power of IceTech and ice magic. Its towers will reach the skies and its walls will be strong as diamonds. And they must be because, according to Archmage Varg, Hjalmar the Traitor is still hiding in the wastelands (to henceforth be known as the Warlock of the Wastes, his name removed forever from the pages of history!). A great city was built and called Glacia, with Skagg as its first king.

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The Golden Age has come about - penguins have never been so strong.

IceTech developed so quickly that the citizens of Glacia could no longer keep up with the technical innovations. The soaring towers and streets were lit day and night. The era of inexhaustible prosperity continued. Under the leadership of Varg, the Circle of Ice began to strengthen cooperation with the king and prepare the country for the inevitable confrontation with the Warlock of the Wastes, who (if the Circle of the Ice was to be believed) - began to take over the rule of the tribes of Polar Bears - the ancient enemies of penguins. The circle broke the taboo for the first time in history - IceTech was to be used to develop new weapons to help Glacia defend itself against the enemy. In time, the reign of Floki - son of Skaag - came to an end.

The second king of Glacia left her as a shining jewel in the middle of nowhere; a bastion of civilization.

Floki had two sons - the older Sven and the younger Bjorn. As Sven took over the throne, the darkness that Archmage Varg had carried in his heart all this time was revealed.

The Archmage manipulated Bjorn to help carry out a coup against his own brother. Sven was overthrown and the weak and non-assertive Bjorn became Varg's puppet on the throne of Glacia. The Circle of Ice, at this point made up of brain washed cultists, began to transform the ice-fueled Glacia into something ominous.

The world was not always frozen.

Millennia ago, it was ruled by a mysterious race of „People“. They had technology that was completely different from IceTech, and they didn't know magic. Even so, their achievements were beyond anything the penguins could imagine. However, something started to change... The planet began to cool down, until the thermophilic „people“ were no longer able to live on it.

Sven managed to escape from Glacia, his escape arranged by none other than... the ancient Hjalmar - known as the Warlock of the Wastes! It turned out that he did not go mad and did not try to destroy the world. On the contrary - all this time he tried to stop his student Varg from doing exactly that!

Halmar and Varg set out into the wastelands in search of knowledge about the history and destiny of the world. They traveled to the highest peaks and descended under the ice oceans. They discovered a truth that would terrify many.

So, they left their home world aboard star vessels and never returned. Over time, the world was taken over by penguins, for which the glacial landscape was a paradise. Over time, two prominent researchers came to the conclusion that the dying sun was responsible for the glaciation. In a few thousand years the world will be so cold that even penguins would not be able to live on it.

Varg believed that they should use all their powers to repair the star and restore the planet to its natural state. Hjalmar was staunchly opposed to this idea, as it would mean a rapid heating of the climate and result in the Penguin Apocalypse. A conflict arose between the apprentice and the master.

The conflict led to a fight between the two powerful Mages that caused great weather anomalies that dragged on for over a decade. Varg won, but was permanently weakened by the fierce battle. He decided that he would use his old tribesmen and IceTech to achieve his goal. He pushed the entire civilization into the construction of the metropolis of Glacia, in order to use its energy to stimulate the sun.

He was to use a machine for this, which he was building with the Circle of Ice, turned into his obedient cultists.

Sven finally defeated Varg, although Hjalmar fell in the battle, along with Bjorn - killed in the fight, at the last moment being able to redeem his sins by sacrificing himself for his brother. With the fall of Varg, the Circle of Ice regained its mental prowess.

Sven, already knowing the future of the world, knew that he and his successors would have to find a way to save it. **The next thousand years of Glacia will be marked by rapid technological development.**



THE END OF THE WORLD

King Sven - the legendary, ancient penguin leader had knowledge of the bad condition of the star around which their home planet - Glacia - orbited. The sun was to slowly fade away and, from decade to decade, from age to age, cool the already icy world even more. Glacia was to become a lifeless ball of ice that even penguins could not live on.

The King launched a great scientific and magical initiative, planned for a thousand years - aimed to combine the vision and work of generations of researchers. The whole point of this initiative was to find a way to reverse the death of the sun. The penguins had to use all their knowledge of the world and all their resources and capabilities to save the world.

A single clear goal and a single motivation expressly pushed penguin technology to unimaginable levels of development.

The Ice Mages also began to develop their art and mastered it to such an extent that their unity with ice began to bring them closer to the rank of transcendent entities. Unfortunately, the penguin's efforts turned out to be as inadequate as they were grand. The fading sun was slowly turning Glacia into a lifeless ice desert.

The end of the world turned out to be inevitable. The penguins decided it was time for Plan B.

A century of accelerated technological development, forced by a race with the forces of nature, allowed the construction of ships that could accommodate the entire Glacian population.

Preparations for the exodus were in full force. Penguins were to leave their home planet and go into space to find another world and prosper under a different sky.

Only the Mages would remain on Glacia - for reasons that were truly tragic.



The Ice Mages had reached the level of initiation which made the deadly cold not only no longer harmful form them, but actually ideal for their survival.

With time, it turned out that the Mages could not leave Glacia for too long. The unity with ice that they achieved gave them great power, but it also turned out to be a curse. If a mage was to stay away from the ices of Glacia for too long, he would slowly die. Nobody foresaw it. The Circle of Ice made a gigantic contribution to saving the penguins from extinction. And now it has turned out that the Magicians will not be able to embark on this most important journey, together with their brothers and sisters...

The penguins from the First Expedition named the planet „Proximo” and established their colony there. Before the information reached the Second Expedition - it turned out that it had already established a second colony.

Unfortunately, it was much less idyllic.

The Second Expedition colony was established in a resource-rich part of space, but the living conditions were not ideal for the penguins. The planet „Helion” was quite warm, filled with diverse nature, with ever-changing weather. To survive in these conditions, penguins had to develop tremendous discipline and a very collectivist social ethos.

The Mages were to remain on Glacia and transform their former homeland into their sanctuary, continuing to support their countrymen with knowledge, wisdom and supply them with **Ice Cores - the Heart of all IceTech.**

The penguins left Glacia. The planet, with its last dying breath, released two expeditions that set off in two opposite directions of the cosmos in order to find a planet that could be inhabited. The first expedition found the ideal planet to live on. Cold, covered with glaciers, fossilized taiga and freezing rivers.

Years passed, the two colonies supplied by the Mages of Glacia grew and extended their influence over further star systems. They remained in very rudimentary contact due to the enormous distance and the emerging communication infrastructure.





Over time and distance the conditions inevitably began to divide penguins into two completely different societies. The inhabitants of the idyllic Proximo placed a great emphasis on technological development, individualism and personal freedom, while the colonists of the inhospitable Helion developed the cult of discipline, military, strength and everything that allowed them to survive in the inhospitable corner of space they ended up in. Such an extreme division could not herald anything good.



A century passed before the borders of the two colonies met. When the two factions saw how they differed from their former compatriots with their own eyes, it became clear that finding a common language could be difficult, if not impossible. The penguins made attempts to coexist, but animosities began to emerge and grow.

The colonists of Proximo, called “the Union” controlled the most habitable worlds and the trade. The colonists of Helion, known as “the Directorate”, guarded gigantic deposits of metals and nebulae and gas giants rich in rare elements. Both sides regarded each other as either soft weaklings or backward barbarians.

The Mages still remained neutral and continued to supply both sides with Ice Cores. They tried to mediate in negotiations, but the inevitable still happened. It is not certain who attacked first, but the two countries threw everything they had at each other and for the first time in history, **a war broke out between the penguins.**



The Circle of Ice intervened for the first time in history, threatening that if the Union and the Directorate did not cease arms, it would stop supplying Ice Cores to both sides of the conflict.

The technology that penguins have relied on for millennia would no longer work. All the technical aspects of the penguin civilization would die out within a month. It is not known if the Mages really meant to carry out their threat or if they were just bluffing, but it certainly worked. The Union and the Directorate stopped fighting.

By means of their threat, the Mages prevented the conflicted parties from waging an open war, but neither the Union nor the Directorate gave up. The conflict moved behind the veil of shadows.

Both sides kept trying to weaken each other. They hired mercenaries and privateers to wage proxy wars on their behalf. The Kinguin sector is at a crossroads. The Mages are trying to keep the peace, but no one knows if the factions won't find other ways to wreak havoc... And what else waits for the penguins in the dark depths of unexplored space.



KINGUIN SECTOR



FOREWORD

Space - the final frontier... Whoever said that certainly did not know what they were talking about, because the Kinguin sector definitely knows no limits. Certainly not for those adventurers who have a knack for countless opportunities and are not afraid to take risks.

Legends write themselves wherever there is a conflict - and the Kinguin Sector has been facing conflict for decades. The sector is torn apart by a decades-long dispute between two feuding nations. The militarist "Directorate" and the democratic "Union" control most of the sector's space. Although they are not waging open war with each other, they will use every opportunity to undermine and weaken their opponent.

Were it not for the arbitrary role of the Order of Ice Magic and its critical role in maintaining the technology on which the entire penguin world depends - an all-out war would probably be inevitable.

Both the Directorate and the Union have to resort to espionage and taking care of their affairs with the hands of mercenaries who will always find a job in these troubled times.

"Nomads" understand this perfectly well. Hundreds of adventurers, smugglers, outcasts and pirates now form somewhat of an informal state. Scattered in the pockets of cold space, on asteroid belts and forgotten planets, brave penguins are always ready for daring deeds - if the price is right. Others try to gain wealth by searching for riches and treasures, braving the still unexplored depths of space.

In the Kinguin sector, everyone is looking for their own place in their own way and at their own pace... To one day reach where no penguin has ever gone before!



CHARACTERS AND DEFINITIONS



HJALMAR

He First Archmage of Ice is recognized as the founding father of the penguin civilization and its greatest champion. He hatched in the small village of Yakta. Like everyone else in the village, he was raised to be a fisherman and a hunter. One day he discovered that he had the ability to sense the energy hidden in the omnipresent ice and hear the spirits that it emanates from. At first, he kept his gift a secret and developed it in hiding. When his village was attacked by the Snow Clan bears, he decided to reveal his skills to the world and helped the defenders with his magic. He was proclaimed a hero. Word spread quickly about his power.

Hjalmar set out on a journey through endangered villages, supporting penguins in their struggle against bears. Over time, he made new friends. Mighty warriors joined him, and soon the „Diamond Penguins” became famous among the bears and the plains-penguins alike. After the war was won, Hjalmar and his friends began helping the penguins to rebuild. He trained the first Mages and taught them his firm moral principles and skills to ensure that magic would always be a tool in the service of society and not a weapon of oppression.

After developing ice technology, he decided to put the future of the penguins into their own hands. He set out on a journey, accompanied by his most faithful student, young Varg. Hjalmar had lived a long time. Too long for a penguin, but he felt his time was running out. He wanted to use it to learn the secrets of the world and to bring up his eventual successor who could serve the penguins as a good spirit-guardian when he was gone.

His apprentice Varg turned out to be more ruthless than Hjalmar could ever have predicted. He challenged Hjalmar, who lost the fight and had to flee to the mountains, fatally weakened. There he made an alliance with the descendants of the defeated polar bears. He decided that he would stick to life until he saved the world from the threat that his student would bring to it.

He helped the bears to survive the cataclysm caused by the fight against his apprentice. He made a weapon which will one day be drawn by a warrior who will have to fight Varg. King Sven would later turn out to be that warrior. Hjalmar fell at the hands of indoctrinated Ice Mages, while sheltering King Sven.



VARG

One of the most powerful magicians in history. Apprentice of Hjalmar himself and Archmage of Ice for 26 years. It is not known where he came from. As a hatchling, he was taken in by the Circle of Ice, and soon proved to be extremely talented. Hjalmar himself was impressed from the very beginning by his extremely agile mind and exceptional maturity. A very strong bond developed between them- almost a friendship.

When Hjalmar decided to leave, Varg chose to accompany him. The two penguins traveled through undiscovered mountains, virgin glaciers and even the bottoms of frozen oceans. They discovered that the planet they live on was once a green garden, teeming with life, and that the present glaciation is actually a condition resultant from a great cataclysm that banished its original inhabitants from the world. What is worse, this cataclysm still goes on and will eventually lead to the extinction of even the penguins. All his life Varg absorbed the ethos of truth and knowledge from the beak of Hjalmar himself. He decided that since they have such great power, they should restore the planet to its original state. The penguins will be destroyed by it, but the world will be restored.

Hjalmar was horrified to hear such a destructive interpretation of his own philosophy. Over time, their ideological dispute turned into an open struggle. Varg won. Varg waited out the cataclysm that their fight had caused and revealed himself to the surviving penguins of the plains. He told them lies about Hjalmar's betrayal and the need to defend against his temptations and madness. He himself infiltrated the Circle of Ice and became its Archmage.

For decades, he manipulated penguin society to conceal his plan to „fix” the world. He was doing clandestine research on IceTech. The city of Glacia that he helped design has been secretly infused with technology that will one day be able to power his powerful machine. A machine that will inject energy into the sun at the right moment. This process was to melt the ice, annihilate the penguin environment and restore the world to its original form. This story is told in the Kingiun comic book mini-series. Varg was stopped by King Sven and his machine was destroyed. His activities, however, pushed Sven to pursue the „Big Project” and to find a way to save the world by alternative methods.



SKAAG

A brilliant engineer and natural philosopher from the city of Portia on the icy plains. He was the first to investigate the weather anomalies that began to appear after the fight between Hjalmar and Varg. Using innovative methods, he discovered that the weather would worsen with time, the anomalies resulting in a cataclysm.

His expertise was not taken seriously at first, but as the climate worsened, the Penguin Council finally believed him. Instead of the expected action, the result was chaos and indecision. The Council members were not used to crisis management. Skaag decided that he would turn to the Mages for help and presented them with his plan to build shelters that would house the entire penguin population and enable them to live underground, for as long as necessary.

The project, led by Skaag and supported by the Mages, allowed for the construction of the shelters at an express pace. The cataclysm that came had practically destroyed their world, but the penguins were safe. During his stay in the bunkers, Skaag proved to be a true leader. He raised his son Floki in those underground shelters - a penguin who inherited his best qualities. When the cataclysm passed, he was (on the advice of Archmage Varg) crowned the first king of Glacia.

He died of old age shortly thereafter and his son took over power - later bearing the burden of building the city of Glacia..

FLOKI

The second crowned king of Glacia, raised in the underground penguin shelters. He knew from the youngest age that he bore a great burden and that his father's shadow was long. Life underground was not easy and it equipped him with diligence, resourcefulness and innovativeness. His father - a great engineer - passed on a great deal of the knowledge he had on to his son.

So it was that the task that fell on him, i.e. building a great city within one generation - was assigned to the right person. Due to his great commitment to work on IceTech and the development of the penguin metropolis, he quickly gained the nickname of "King - Builder".

He lived to see the completion of the city and handed it over to his sons - Sven and Bjorn (their story will be told in the Kinguin mini comic series).

SKAAG



FLOKI

PRESIDENT FREYA

President of the Union, newly elected for her second term by general election. She realizes what troubled times she has come to rule in and does everything to fulfill her duty. She is an efficient diplomat, but realizes that the Union's neighbors respect strength before anything else. The Union under her rule has it in abundance. She developed and modernized the military, her government is investing in new technologies, and for as long as she rules, the Directorate will be kept at bay - at all times.

She is also known in some circles for her openness to „unconventional methods” of state defense. Thanks to this, mercenaries, privateers and smugglers can be found in the service of the Union - who, of course, officially have nothing to do with the blue flag.

FREYA



FIRST CITIZEN RHAGNAR

An old and very experienced war veteran who will probably remain the leader of the Directorate for the rest of his life. Although the admiralty council of the Directorate selects a new First Citizen every 10 years, there is yet to be someone who fits the role better.

Grand Admiral Rhagnar is a strategic genius, a relentless soldier, a natural leader, and a great patriot. Had it not been for the Circle of Ice intervention, the fleet he commanded would have had a real chance of completely defeating the Union.

The neighbors of the Directorate are aware of his station and the threat he poses, so they have made countless attempts to discredit or overthrow him - without success. Rhagnar is greatly favored by the citizens of the Directorate; under his leadership, the state is strong and the fleet unconquerable.

RHAGNAR



„CAPTAIN”

The nomads have no leader. If, however, one were to name one penguin that everyone respects unanimously, it would be the mysterious „Captain”. Nobody knows who he is and what he looks like. He always communicates with his comrades via anonymous transmissions. He has significant funds and facilities that allow his organization to develop, so that over time the nomads can become a real counterbalance to the Union and the Directorate.

The philosophy of balancing between the two sides and playing them can work thanks to the Captain mysteriously providing his „subordinates” with orders and opportunities for gains. Nomads have long wondered who he is. He may be an anonymous businessman with anarchistic tendencies, a spy from another country, operating undercover, or even an artificial intelligence pretending to be a penguin.

CAPTAIN



ARCHMAGE BALDUR

The current Archmage of Ice - Baldur. Like most Mages, he is already something between a mortal and a divine being, giving the impression that he exists in several worlds simultaneously. He personally made the decision to intervene during the war. Now he and his Mages watch the penguins carefully, keeping an eye on the balance and watching for any signs of a new conflict.

He realizes that the dependence of both sides on ice engineering is currently the only guarantee of peace in the sector. His agents make sure that the monopoly on the Ice Cores is not broken and that neither side becomes independent from supplies from Glacia. This sounds like a cynical and authoritarian abuse of power, but according to the logic of the Archmage - only reliance on Magic keeps the feuding nations from mutual annihilation.

BALDUR



FRACTIONS





THE UNION

The first of the two factions that control most of the Kinguin Sector. Their capital is Proximo. Their political system is republican and power is exercised by the senate and the cyclically elected president. At present, President Freya enjoys stable support and is in charge for a second term. The Union boasts a large number of prosperous colonies, a diverse society and a high standard of living. As Union penguins colonized a part of space that was never abundant in resources, they compensated for this with ingenious advanced technology on which they are heavily dependent.

The citizens of the Union believe technological progress are the key to solving all the problems facing the Kinguin Sector. They also believe that the main obstacle is the barbaric Directorate that controls most of the strategic resources of the sector, not utilizing them for any future purpose.



Since the intervention of the Mages of Glacia, Union scientists are said to be secretly working on new sources of energy that are to facilitate becoming independent from IceTech. However, it does not seem likely they'll get any results quickly.

The diplomatic nature of the Union penguins does not detract from their militant prowess. Their fleet is less numerous but bristling with powerful masking, espionage and electronic warfare technologies.





DIRECTORATE

A collectivistic, disciplined and proud penguin society that was able to build a very strong state despite very unfavorable conditions. It is ruled by a military council headed by the Chief of State, elected by the highest commanders once every 20 years.

The current leader is the first citizen Rhagnar - an experienced and charismatic war hero of unwavering position and public opinion.

The Directorate penguins have colonized few planets - and if they have, they are not the perfect places to live. Most of their population lives in space stations and orbital cities built throughout their space. Their resources are so vast that the construction of massive infrastructure was not only possible but actually necessary. Their great weakness in relation to the Union is the lack of worlds friendly to penguins.



They have learned to build huge space structures that can contain large populations and their industrial and military potential. They look down at their Union neighbors with superiority and contempt. They consider them to be wimps who have never experienced real hardships. They accuse them of having colonized most of the penguin-friendly worlds despite not being able to fully populate them and thus wasting priceless space. Their ships have thick armor, huge cannons, and there are a lot of them. They have a conservative approach to space combat and believe that there are no tactics that cannot be countered with adequate firepower.





NOMADS

The cosmos attracts all sorts of dreamers, adventurers and shady characters. The situation in the Kinguin sector made the black market flourish like never before. The demand for privateer and mercenary services is steady. Both factions and various private entities willingly hire rogues to take care of their affairs.

The network of nomads - independent pilots who do not feel connected to cosmic politics, is growing every day. They have their own installations in dark space and in the asteroid belts, their own hangars, mining missions and even their own R&D - after a fashion.

Although the legality of the Nomads' actions is debatable, the factions mostly tolerate them. Their presence is convenient. Someone has to deal with problems that the Union and the Directorate cannot solve openly.





ICE MAGES

They control the space of the Penguin Home System. Glacia - now a dead planet - is their sanctuary and the source of their great power. Their current leader is the great Archmage Baldur.

They supply the entire penguin civilization with the Ice Cores, without which IceTech cannot function. This gives them immense power over their fellows. Though they only used this power once to end the Quick War, it created tension in their relationship with the penguins.

They don't use IceTech themselves. They don't have to. They have a small but powerful fleet of ships that resemble energetic, ice jellyfish and crystalline formations that flow through the void, guided by the pure will of their pilots.



They have their enclaves in the space of the Kinguin Sector - made of ice extracted from Glacia glaciers - thanks to which they can keep their agents and diplomats inside the space of the main factions.

It is not clear how they maintain their population. There are rumors that they are immortal. It is also said that governments secretly send power-endowed young penguins to Glacia, which are then trained to become Mages.

The Mages don't support any one side and provide power for IceTech of both the Union and the Directorate. As long as both sides officially respect the truce, Mages focus on mediation, counseling, and trying to bring penguins together.



MAGIC & ICETECH

Ice Magic is the ability to manipulate energy and the form of ice using only one's imagination.

Penguins have innate magical abilities, with less than 1% of the population having this potential. It manifests itself very early, when a little penguin is able to instinctively sense the vibrations of energy trapped in the ice and even hear the whispers of ghosts that inhabit glaciers. Such a potential Mage was always sent to the Circle of Ice, where he learned to control his power and use it appropriately for the good of society. Ancient penguins treated the Mages as guardians, sages, and spirit guides. The only time they turned against their fellow countrymen was during the reign of King Sven. The Grand Archmage Varg, who infiltrated the Circle and wanted to use it for his evil purposes, was defeated, and since then the Mages have become even more cautious and aware of their role in society.

As civilization grew and grew in numbers, it became clear that soon it would not be able to rely solely on the help and goodwill of the Mages. The Mages decided that they would have to share their power with society and thus transfer some responsibility for their common future. In collaboration with the best engineers and penguin researchers, the Mages began a project that would forever shape the world of penguins and all the ages to come.

IceTech was invented!

IceTech, in short, is a technology that works on the basis of „Frost Fusion”; a magical process of stable, controlled release of ice energy enchanted in a special ice. (The blocks of this ice are called Ice Cores). This energy is used to power engines and other machines that are constructed by penguin engineers. The development of IceTech has given the penguins a source of renewable, powerful and extremely flexible energy. Mages are still the only ones who know the secret of making Cores, and it seems that even if they could share it, they wouldn't - IceTech is too powerful to leave its development unchecked.



IceTech began to take various forms over time. Due to its flexibility, it could be used to build microscopic motors that powered pocket watches, as well as huge power generators to power entire cities (such machines use cores as large as houses). With time, the efficiency of the engines grew, and with it the technical and civilizational development of penguins.

Over time, the relationship between the Mages and society changed.

The Mages ceased to play the active role of powerful beings supporting society and turned into a caste of advisers, scientists, philosophers, keepers of balance, and above all - the sole manufacturers of Ice Cores. The magicians have entrusted the distribution of the cores to governments, and they themselves remain neutral - at least officially. There are rumors that there have been occasions in history where Mages physically intervened when they discovered, for example, attempts to construct Ice-Tech Weapons of Mass Destruction or find dangerous substitutes for Ice Cores.

The various attempts to escape the monopoly of Ice Cores are nothing new. Such a large concentration of power in the hands of one powerful group is bound to arouse opposition.

So far, to this day, no safe substitute has been invented that would be suitable for common use. The most common research topic of various ambitious and mad scientists is „Green Ice”, which was discovered already in the industrial age. Green stones, called Ice only by name, hot to the touch and glowing green - have an enormous energy that various researchers are secretly trying to harness.

The „Green Ice” mined from under the ground, is extremely toxic and even being in its presence can end badly. Obtaining energy from it is possible, but so far it is a very unstable process and threatens with catastrophic contamination. Research on Green Ice is universally banned. But will even a radical ban be enough to stop ambitious rogues, designers and researchers?

THE GREAT STARWAY

The Great Starway is the name given to a chain of rifts left behind by the colony ships from Glacia. These gaps, created by the use of the now forgot-ten Portal Drive, allow for incredibly fast travel over huge distances. This chain, with Glacia at its center, has become a natural logistic route resembling a river around which civilization has grown over time. The conventional propulsion of ships allows for effective interstellar travel, but it's incomparably longer and more expensive. Successful attempts to recreate Portal technology have been made, but so far, the rifts created by these methods are very unstable and will not last long.



SKETCHES & CONCEPT ART



ICETECH



ICE CORE



STEAM



ANCIENT

ICE CORE (DEPLETED)



DIESEL



HI-TECH



BEARS



BEARS VS ANCIENT PINGUINS



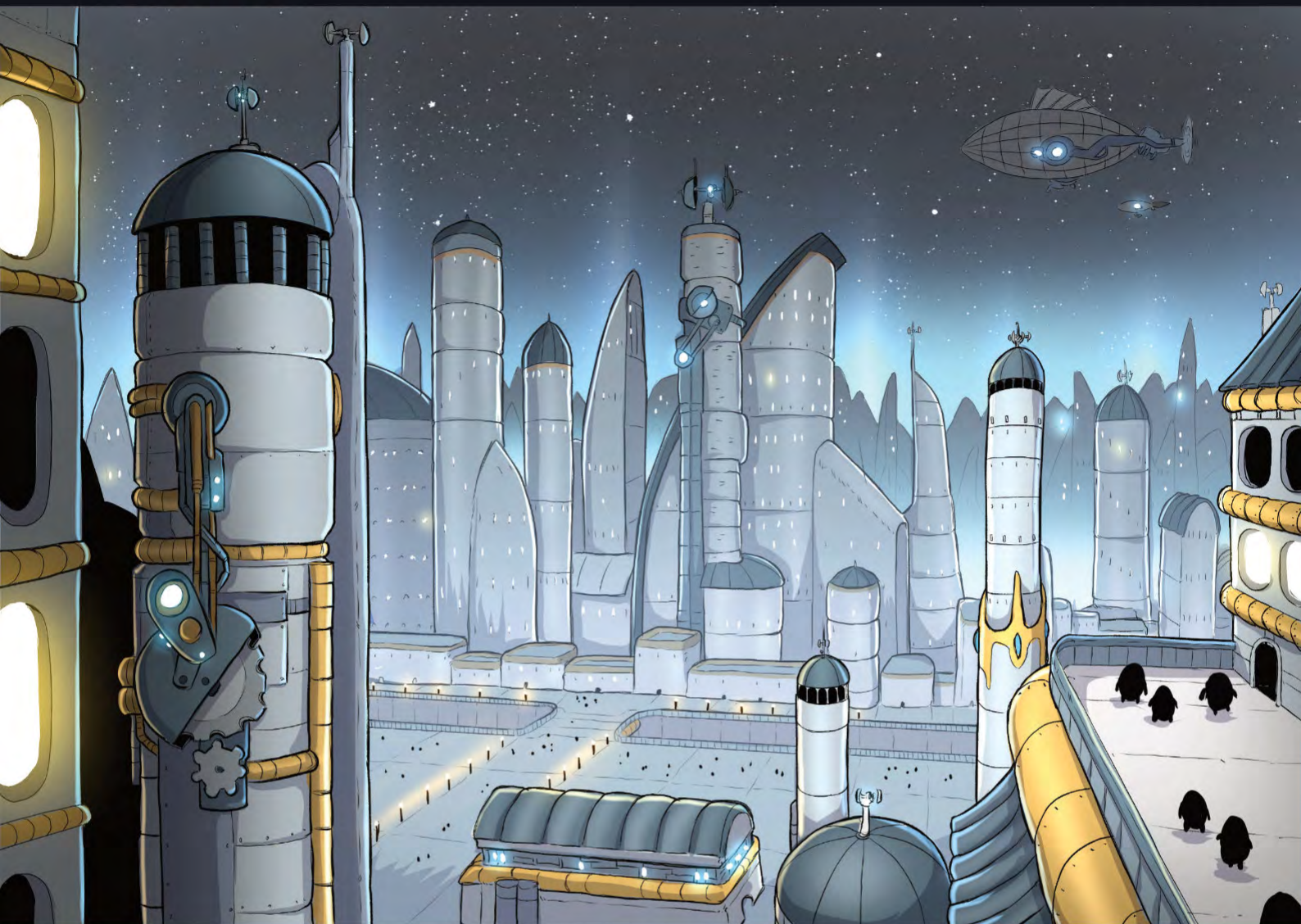
PENGUIN WARRIORS



THE BATTLE OF THE MOON MOUNTAIN



GLACIA



PENGUINS FROM THE KINGUIN SECTOR



HJALMAR HEARING GHOSTS



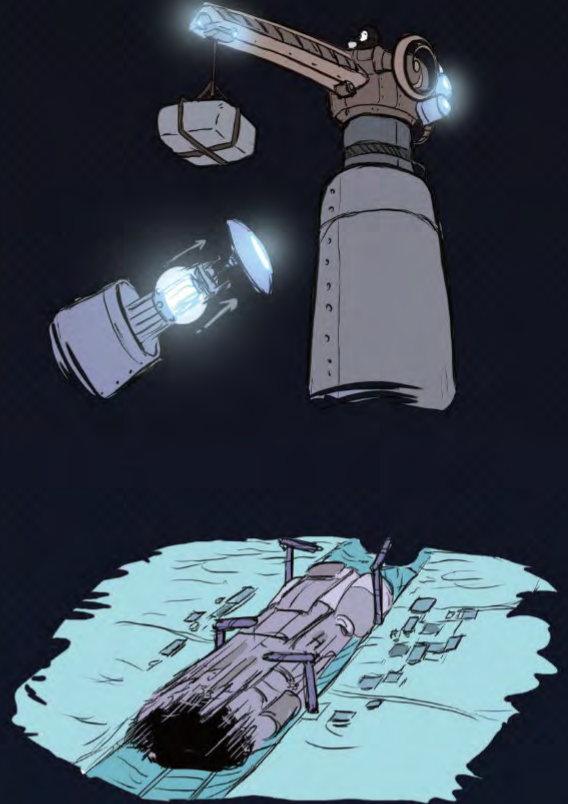
CHARACTERS FROM THE KINGUIN COMIC



CHARACTERS FROM THE KINGUIN COMIC



ICETECH CRANE



GLACIAL INN



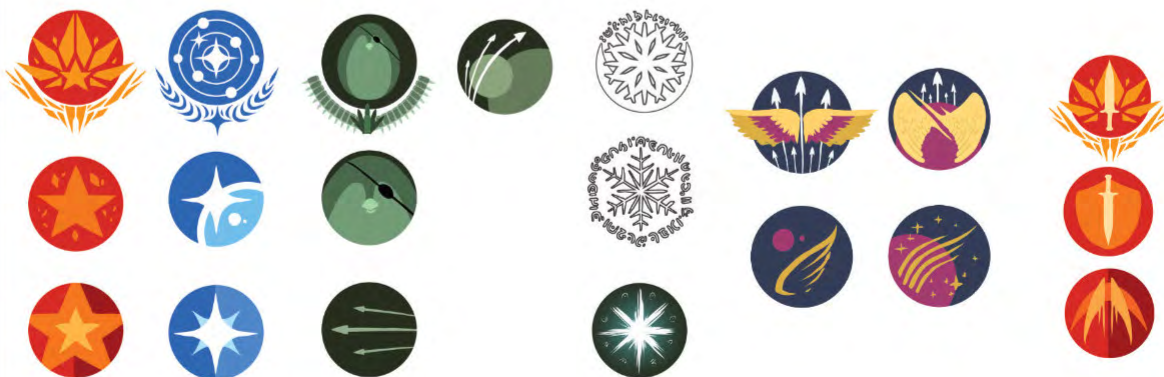
ICE MAGE



VARG VS HJALMAR



EMBLEM CONCEPTS FOR THE FRACTIONS OF THE KINGUIN SECTOR



KINGUIN SECTOR MAP



TIMELINE

The period before history was written

- 
- 582 EPG  The first records of the struggles of the primal penguins
Penguins - gatherers and nomads by nature since the dawn of time, fight an unequal battle against mighty polar bear tribes
- 242 EPG  Hjalmar discovers his power
Hjalmar the penguin hears the spirits of the glaciers while hunting with his father
- 235 EPG  The great bear raid of the Snow Clan on the Ice Plains
- 230 EPG  Hjalmar Manifests His Power
Hjalmar used ice magic for the first time, before the bears attacked his village. Using the strength of his will, he created walls that saved the inhabitants and helped the penguins win a battle for the first time.
- Hjalmar actively supports the Ice Plain penguins, leading the penguins to battle against the bears
- Hjalmar's power grows, as does the circle of his close friends who support him in battle. Hjalmar begins to develop into a true leader. The struggle against bears is becoming more and more even-sided.
- 216 EPG  Battle of the Moon Mountain: a great battle in which the united penguin tribes clashed with the bears from the Snowstorm Clan. At the Moon Mountain, the penguins, supported by the great heroes and the power of Hjalmar, finally repelled the Snow Clan and drove the bears away from the Ice Plains.
- The first period of prosperity.
Finally free from the bear threat, the penguins began to transform their tribal villages into towns.
- 186 EPG  The appearance of more Mages.
More penguins with magical powers begin to appear. Hjalmar tries to reach out to them and help them develop their skills.

184 EPG



Formation of the Circle of Ice.

Hjalmar founds the „Circle of Ice“, an organization gathering the Ice Mages. The circle helps all the penguins with their skills. Hjalmar also seeks and trains new magicians.

The period of urban development.

Supported by the Ice Mages, the penguin civilization is growing rapidly. Hjalmar lives many times longer than any penguin before and realizes that soon there will be too many penguins and too few Mages to effectively support the emerging civilization.

144 EPG



Hjalmar calls the „Convention“.

Hjalmar invites the greatest minds of the known world to meet the Circle of Ice. He informs them about his doubts about the future. He reveals that he has been looking for a way to make magic available to ordinary penguins. The „Convention“ organization for the cooperation of Mages and Engineers is established, the aim of which is to develop this method.

137 EPG



IceTech is established.

The „Convention“ manages to develop the first engine powered by magical power locked in special ice that was created by the Mages. Although the prototype is crude, the whole society is fascinated by this new technology and its potential.

The first IceTech revolution

87 EPG



Hjalmar and his apprentice Varg leave the penguins.

Hjalmar quietly ventures into the wastelands, taking only his most faithful student - Varg with him. Since the penguins considered Hjalmar as their leader, his departure caused the „Interregnum“. The Penguin Council was established to take over and the Circle of Ice decided that it would not interfere with politics and would limit itself to an advisory role and the development of IceTech.

The first IceTech revolution

52 EPG



The first signs of climate change.

An unusual storm attracts the attention of a young engineer Skaag, who becomes interested in meteorology.

48 EPG



Skaag's discovery.

Skaag discovers that the weather anomalies are about to get worse. He tries to reason with the Council, but his warnings fall on deaf ears.

43 EPG



Skaag predicts a cataclysm.

Skaag conducts a solitary climate research. He discovers an impending cataclysm that will threaten the lives of all penguins. As a respected engineer's his warnings are heard.

40 EPG



Ineptitude of ruling powers.

The penguin council is unable to come up with a clear strategy to counter the effects of the cataclysm. Skaag and his followers ask the Mages to help build underground shelters. When the penguin Council fails, the Mages help the lonely visionary.

Construction of shelters.

The charismatic Skaag unites the penguins of the plains under his vision and a great effort is undertaken to build underground bunkers in which the penguins will live until the extreme weather calms down.

35 EPG



The Descent.

The entire population of the Plains Penguins goes underground as the weather begins to destroy their towns, villages and everything they've built.

21 EPG



Skaag becomes the penguin leader.

Skaag leads his people through troubled times. The Council still exists, but even its members accept Skaag as the true leader of the penguins.

15 EPG



The great storm passes. Penguins come out of their shelters.

Varg reveals himself.

Varg, the apprentice of Archmage Hjalmar, reveals his presence and tells everyone about his master's betrayal.

0 EG



GLACIAN ERA YEAR 0

Construction of Glacia begins.

Under the influence of Varg, the penguin ethos is remodeled to prepare for the fight against the traitor Hjalmar. The penguin civilization will be rebuilt as the great IceTech City of Glacia.

20 EG



Skaag dies. He is succeeded by his rightful heir, Floki.

Varg becomes Archmage of the Circle of Ice and begins to remodel the organization into an increasingly authoritarian one.

Sven hatches.

29 EG



Bjorn hatches.

39 EG



The construction of the city of Glacja is completed.
Thanks to IceTech and a great effort by penguins, it was possible to complete the construction of the city in less than a generation.

52 EG



King Floki the Builder dies. Sven seizes power.
Events from the Kinguin comic book mini-series.

53 EG



King Sven begins „The Great Project”.
The „Great Project” is a plan for the comprehensive development of IceTech, in order to find a way to prevent the end of the world.

The second IceTech revolution

138 EG



At the end of his life, King Sven announces the Republic of Glacia
The second period of prosperity.

1538 EG



The failure of the „Great Project”.
It becomes clear that, despite the enormous effort sacrificed to the development of IceTech, it was not possible to save the sun. Plan B - „The Great Exodus” is launched. Preparations for the evacuation of the planet begin. Two huge colony ships are under construction.

The twilight period of the world

1838 EG



The fate of the Mages.
The Mages participating in space missions learn that their lives are tied to Glacia. They will not be able to leave the planet. This complicates the situation.

The twilight period of the world.

1938 EG



The colonist ships are completed.
Two ships are completed. They will be sent in opposite directions to find worlds where penguins can settle.

1941 EG



THE GREAT EXODUS
The ships leave the planet. They utilize a unique propulsion system which uses minerals unique to Glacia. The propulsion system can no longer be duplicated. It allows for quick jumps through space, leaving behind Rifts, allowing for travel once again. The ship routes will later become the „Great Starway”.

The period of wandering.

1976 EG



One group of colonists colonizes Proximo.
The period of wandering.

1984 EG



The second group colonizes Helion.
The period of expansion.
The colonists of Helion and Proximo, supported by the Mages of Glacia, use the Starway to colonize and exploit space. Over time, the different conditions in which they live will affect the ethos of both societies.

2654 EG



Unification.
The spheres of influence meet on the Glacia space line. This moment is referred to as „Unification” - rather ironically, because it is already clear that both nations are too different to be able to live in harmony.

Cold peace.
A period when the Union and the Directorate live in relative peace, trading with each other and trying to maintain peaceful relations. This period, however, is full of tensions, provocations and borderline incidents.

2732 EG



War begins.
A war breaks out between the two nations. It is not known who attacked first.

2734 EG



The intervention of the Mages.
After ineffective mediations, the Mages decide on an ultimatum. The Parties must suspend their arms if they do not wish to be deprived of Ice Cores.

2754 EG



Modern times.



**RECOMMENDATIONS
AND INSTRUCTIONS
FOR FURTHER DEVELOPMENT**



1. Kinguinverse is a world exclusively inhabited and ruled by humanoid penguins. The further development of the universe will reveal that it is in fact a posthuman world and Glacia - the penguin's home planet - is Earth, in a frozen state. The aspect of people is very important. Their existence in this universe and whether they still exist is a mystery. Any attempt to introduce people to the universe must be carried out with extreme caution.

2. IceTech is the basic binding factor of Kinguinverse and its flagship. All penguin technology is based on it and burdened with its limitations. IceTech has been with penguins since ancient times and can take all kinds of imaginative forms, such as quasi-medieval steam machines, reminiscent of 21st century technology, or - on the other end of spectrum - completely futuristic designs. However, each machine must have a visual hint that it is powered by the same technology.

3. Mages and Penguins. Kinguinverse is based on a balance between penguins and Ice Mages. Magic exists in the world of Kinguin, but it's used only by few. It comes down to manipulating the energy derived from ice and ice as a form itself, with the help of the imagination. The greater the skill, the greater the scale of this control. The most powerful Mages can also create ice constructs that obey their orders. Such constructs are powered by ghosts that live in the ice.

Ghosts charge the ice with the energy that users of ice utilize. Mages can hear their presence - it's a sign that ice has a lot of energy. Mages provide ice cores to power the machines of non-magical penguins. This dynamic is the axis upon which the entire universe rests.

Making permanent changes to it is not recommended.

4. Mages as mythological figures - Mages play the archetypal role of „benevolent gods” in the story, supporting the penguins with their power and knowledge. Although their nature may be disturbing and their motives may seem mysterious, they remain the „collective guardian”. I recommend that any plot-related actions aimed at deepening and „humanizing” the characters of Mages be undertaken with utmost care.

5. If an element or phenomenon is introduced into a fictional world - it stays there forever!

The only way to get rid of it is to make a repcon which is always obvious to viewers / readers - and it's a universally irritating procedure that creates permanent cracks in the „suspension of disbelief”.

Before you expand the Kinguinverse world with an element - consider the following:

- What does it bring to the whole?
- How did it get there?
- What are the consequences of its presence for the world and its elements?
- Does it match the stylistics and the spirit of Kinguinverse.

KRZYSZTOF ŁUCZYŃSKI



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